BETRAYAL AT BALDUR'S GATE

SPARE THE ROD

PROMO HAUNT 2

Triggering Omen possibilities: Eye of Vecna

Triggering Tile possibilities: Cursed Statue

Who is the Traitor: Haunt Revealer

Author: Diane Molinari

You can decide to play this haunt before the game begins. To intentionally introduce Spare the Rod into your game:

- Remove the Cursed Statue from the street tile stack, and the Meenlock from the omen stack. Set these aside.
- When a player triggers the haunt, replace the most recently collected omen with the Meenlock.
- Give the haunt revealer the Cursed Statue tile.
- For this game, the haunt revealer is the traitor. Give them the *Traitor's Tome*. The heroes will take *Secrets of Survival* and leave the room.

INSPIRATION

I love the history and stories associated with Krampus, and I tried to keep his haunt in line with much of the lore around him. While some believe that Krampus is the son of Hel and Loki of Norse mythology, my favorite pre-Santa Krampus lore places his origins as the Yule Goat God. There is very little in the way of origin stories for Krampus pre-Santa.

CREDITS

Author: Diane Molinari
Editor: Scott Fitzgerald Grey
Playtesters: Jeremy Allston, Crystal Carrow, Donovan Eberling, Kenneth Gould, Brandon Kreines, Thomas Murray, Ernie Nelson, Kyle O'Neill, Callum Young

TM & ©2017 Wizards of the Coast LLC. OK to print for personal use. Not for resale.

Spare the Rod

The sound of a single sleigh bell entices you outside. The streets are empty, covered in fresh snow. Your eyes are drawn to hoofprints, and as you follow that trail, you catch a glimpse of the creature that made them.

His yellow eyes bore into you, wicked horns curling around his goat-like features. Then with a laugh, he jumps into the sewers, a large red bag slung over one shoulder while his other hand grasps an angry bundle of birch.

You squint, not quite believing your eyes. You always thought he was just a legend. You were wrong. You look to your comrades, exchanging worried glances—one of you is already gone. You ask yourself: "Have I been good this year?"

RIGHT NOW

- Get the Turn/Damage track and set the slider equal to the number of players (including the traitor) +6. This is the amount of time before dawn.
- Leave the room. For this haunt, the traitor stays with the board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT KRAMPUS

He has come to punish the people of Baldur's Gate. There might be some spell that can banish him. It's that, or survive till dawn.

YOU WIN WHEN . . .

. . . you find the spell book and banish Krampus, or you survive till dawn.

YOU MUST DO THIS ON YOUR TURN

- Explore the city until you find the omen card Book of Spells or the Holy Symbol.
- Avoid being captured by Krampus.

HOW TO BANISH KRAMPUS

- Explore until you find the Book of Spells or the Holy Symbol.
- Return to the Cursed Statue.
- Make a Knowledge 6+ roll to identify and read the spell to bind Krampus for another year.

SPECIAL ATTACK RULES

- You have only one option—run.
- If you have been captured by Krampus, on your turn you can make a contested Might roll to attempt to break out of the bag.
- Discard an item or omen to add +1 to your Might roll outcome, per item discarded.
- For each failed attempt to escape the bag, take 1 die of mental damage. Krampus knows you're trying to escape . . . it's almost quaint.

IF YOU WIN . . .

Krampus has been banished, at least from Baldur's Gate. For now. You know your friends will be back once their punishment is over, but they will never be the same. Maybe you'll think a little harder about the choices you make this year. For next time, you might not be so lucky.

TM & ©2017 Wizards of the Coast LLC. OK to print for personal use. Not for resale.

Spare the Rod

You are returning to the Elfsong Tavern when you hear it—a faint ringing of bells. And even before you turn, you can feel the heat of his breath on you.

He towers over you, sharp teeth dripping saliva, horns curling around his goat-like features. He lowers the dirty red sack from his shoulder and beckons you. But as you call for help, Krampus just chuckles. You know it before the birch even touches you. You have not been good this year . . .

RIGHT NOW

- Your character has been taken by Krampus, and they are out of the game. Your character's figure will now represent Krampus.
- Your item cards are also out of the game. If you had the book of spells, it is dropped and Krampus does not pick it up.
- Place the Cursed Statue tile anywhere on the board. This is where Krampus starts.

WHAT YOU KNOW ABOUT THE HEROES

They are looking for a way to banish you, because it's the only thing they can do. They certainly can't hide.

YOU WIN WHEN . . .

. . . you capture the heroes.

YOU MUST DO THIS AT THE END OF YOUR TURN

Move the slider on the Turn/Damage track down 1 step. If the slider reaches 0 and you have not captured all the adventurers, the adventurers have survived till dawn.

SPECIAL ATTACK RULES

- To capture a hero, you must attempt a Speed attack. If you win, they are thrown into your big red sack of holding. Their items go into the bag with them.
- When a hero is attempting to escape, you cannot use items to contest this roll. Use Might only.
- Krampus does not take damage on a failed roll.

KRAMPUS

Might 6 Speed 7

IF YOU WIN . . .

Krampus tosses the wiggling red sack over his shoulder and gives it a few solid strikes with the birch. The bundle of branches pierces your skin through the sack, and you remember your misdeeds. This will be a long night indeed. You just hope you survive it.

TM & ©2017 Wizards of the Coast LLC. OK to print for personal use. Not for resale.